

UNIVERSAL

GALAXY WARS

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**BIG SCREEN
&
FANTASTIC
ACOUSTIC
EFFECT
EXPANDING
YOUR INTEREST!!**

9C-1053

AC100V 115V 230V 110W (Black & White)

60/50Hz 145W (Color)

800mm(D) 640mm(H) 1700mm(H)



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EXPANDS THE WORLD OF PLAY

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GALAXY WARS

THE LATEST TV GAME MACHINE MADE ITS DEBUT, IN PLACE OF "INVADER" WHICH CAUSED A SENSATION THROUGHOUT JAPAN. ITS NAME IS "GALAXY WARS"! UNIVERSAL, A PIONEER IN THE GAME MACHINE INDUSTRY, OFFERS IT TO YOU WITH ABSOLUTE CONFIDENCE.

▼ MESSAGES APPEAR ON THE SCREEN.

GOOD!!

VERY GOOD!!

WONDERFUL!!

FANTASTIC!!

GIVE UP!!

3 SCREENS CLEARED

7 SCREENS CLEARED

10 SCREENS CLEARED

15 SCREENS CLEARED

7 SCREENS CLEARED



HOW TO PLAY "GALAXY WARS"

① SCORE DISPLAY:

Highly display: 0 ~ 99999. However high your score may be, it is certainly displayed.

② UFO:

A mysterious fleet of armed UFO's appears suddenly from a different direction. They assault you by bombing.

③ MISSILE:

The only arm for the solar system defence forces.

- Depress the fire button and a missile will be launched, the missile speed will increase when depressing the fire button continuously.
- Control the missile weapons by holding the lever so as to avoid the UFO's which dropping meteorites and bombs.

④ METEORITES:

Meteorites drifting in the battle space. At the start of the game there are 5 meteorites. They increase one by one as each pattern is cleared. A maximum of 32 meteorites appear.

⑤ SCORE:

50 = 500 points for UFO. There is a bonus chance of 500 points for each pattern.

⑥ LAUNCHING PAD:

3 launching pads are available (alterable to 2 ~ 6 pads by controlling dip switches.)

⑦ EXTRA:

A launcher appears per 3,000 additional points (alterable to 5,000 points by controlling dip switches.)

⑧ MESSAGE:

While playing the game, messages appear on the screen. "GOOD!!" "VERY GOOD!!" "WONDERFUL!!" "FANTASTIC!!" "GIVE UP!!"

⑨ CREDIT:

The number of credit games a displayed Game is convertible up to 99 games.

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